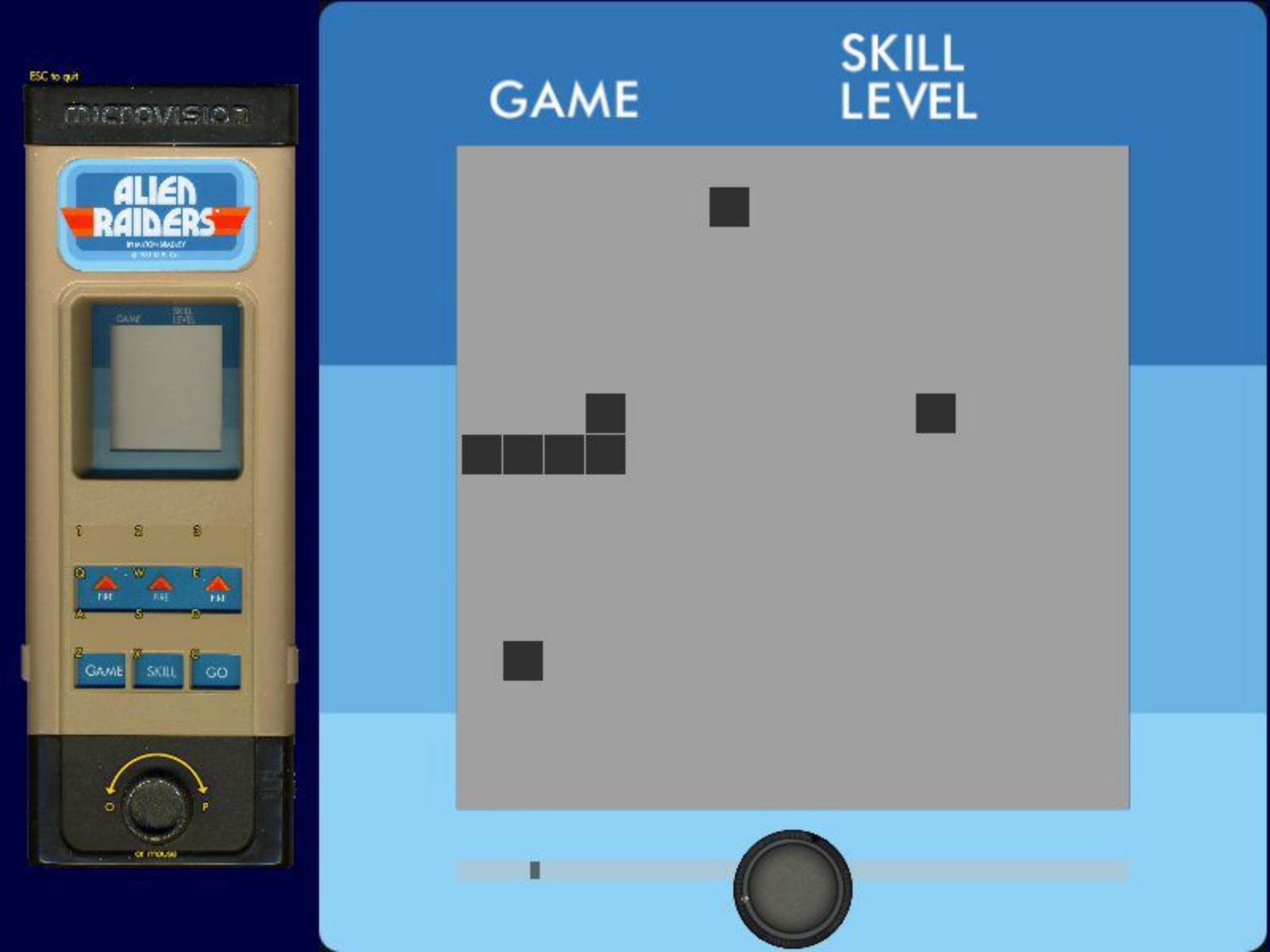

ESC to quit
MICROVISION
ALIEN RAIDERS
GAME
SKILL LEVEL
1
2
3
Q
W
E
FIRE
FIRE
FIRE
A
S
D
Z
X
C
GAME
SKILL
GO
O
P
OR MOUSE
GAME
SKILL LEVEL

90 DAY LIMITED WARRANTY
ON MICROVISION GAME CARTRIDGE

The electronic game cartridge is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date—under normal use and service against defective workmanship and materials.

This warranty is void if the electronic game cartridge has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for loss of use of the electronic game cartridge or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, the electronic game cartridge, if found to be defective due to workmanship or materials, will either be repaired or replaced with a reconditioned game cartridge of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned, shipping prepaid to Milton Bradley Company with proof of purchase date to the address listed below. In the event that the electronic game cartridge is replaced, the replacement will be continued on the original warranty or for 30 days, whichever is longer.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

After the 90 day warranty period has elapsed, for a period of up to one year from the date of purchase, Milton Bradley will, at its option, repair or replace with a reconditioned game cartridge, when the game cartridge is returned with your check or money order in the amount of $5.00, shipped prepaid with proof of purchase date to the address listed below. Milton Bradley shall not be obligated to perform this service if the game cartridge has been abused, misused or sustained other damage not arising out of defects in workmanship or materials.

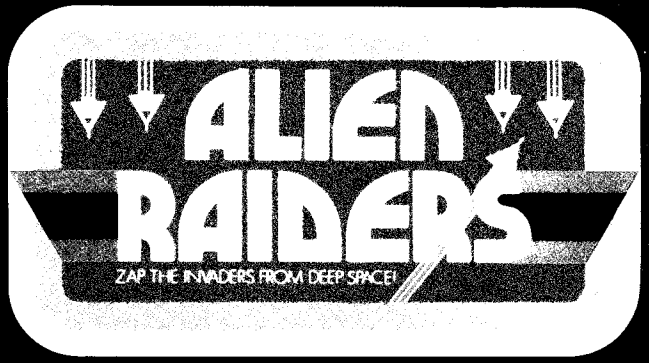
Important—Before returning the electronic console and game cartridge for repair, we recommend that you test your console with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS
PLEASE READ CAREFULLY

If your game does not work, return both the console and the cartridge. If you have several game cartridges, return the console and only the cartridges that do not work.

If the original packaging is available, repack the console and cartridge in end caps and box. If the original packaging is not available, wrap carefully, making sure to surround the console and cartridge with adequate padding. (Do not send the batteries with the console.) Mail to:

Milton Bradley Company
Attn: Electronic Quality Control
Building 104, Lincoln Street/Federal Square
Springfield, MA 01105



MICROVISION™

BY MILTON BRADLEY

MB ELECTRONICS MILTON BRADLEY®

GAME BOOKLET

ALIEN RAIDERS™

A fast-paced, skill and action game that challenges you to do battle with attacking Alien Raiders from deep space. The Raiders move horizontally across the screen from right to left towards your landing area. Your only protection against the Raiders is your deadly firing beam that travels vertically up and down the screen and fires horizontally to the right. Hit as many of the Raiders as you can with the beam. Zap them at close range or from afar. You can hit them at any distance by adjusting the length of the beam with the console control knob. Turn the knob clockwise to lengthen the beam; turn the knob counter-clockwise to shorten the beam. Every time you hit a Raider you score points. Hit as many Raiders as you can to try for the highest score. Every time you hit a Raider, another Raider appears on the screen, so the battle is constant. The game ends only if a Raider lands in your landing area or if you run out of the fuel allotted to you. Have fun!

OBJECT OF THE GAME:

Hit the most Alien Raiders to score the highest.

HOW TO PLAY THE GAME:

1. Slide ON/OFF switch to "ON" position. A "1" will appear both under the Game label on the screen and under the Skill Level label on the screen.

2. Select the game you wish to play by pressing the GAME button. Choose either "1" for Game 1 or "2" for Game 2. The GAME button controls two important game elements discussed in points A. and B.:

   A. **The number of Raiders that attack you:**

   In Game 1, you will be attacked by a series of 4 Raiders at a time. . .3 slow ones and 1 fast one. Each Raider you hit with your firing beam scores **3 points** for you.

   In Game 2, you will be attacked initially by a series of 4 Raiders. . .3 slow ones and 1 fast one. As the game progresses, the series of 4 Raiders will increase to 5 Raiders and then to 6 Raiders. Slow attackers will also transform into faster attackers as game progresses. Play becomes more difficult. Raiders are worth **3 points** when hit, as the play continues some of these Raiders are worth **4 points** when hit. . .you cannot distinguish which Raiders are worth more when playing the game. **IMPORTANT** it is possible during an attack, a fast Raider will overtake a slow Raider and travel with it. . .they will appear on the screen as one square. If you hit this double Raider, you will get double their point value.

   B. **How much fuel is allotted to you.** Each time you fire the beam a quantity of fuel is used up. . .one of the ways the game can end is when the fuel is all used up.

   In Game 1, you begin the game with 150 units of fuel. If you're a good shot and can hit many of the Raiders, however, you can replenish your fuel supply with **Bonus Fuel Units**. . .for after every 8th Raider is hit, you are awarded 120 Bonus Fuel Units.

   In Game 2, you begin the game with 75 units of fuel. After every 8th Raider is hit, however you are awarded 60 Bonus Fuel Units. **IMPORTANT,** no player at any time can accumulate more than 255 units of fuel! **PLEASE NOTE:** you'll know when you received Bonus Fuel Units by a high-pitch beep sound as you hit a Raider. This sound is slightly different than the regular sound that accompanies a hit on a Raider.

3. Select the Skill Level you wish by pressing SKILL button. Choose either "1" for Skill Level 1 or "2" for Skill Level 2. The Skill Level controls **how fast the Raiders approach you.** A Raider moves one square at a time from right to left towards your landing area which you protect with your firing beam. Choose a **slow approach** of the series of Raiders in Skill Level 1; or choose a **fast approach** of the series of Raiders in Skill Level 2.

4. Press GO button to start the game action. On the screen will appear one square of your firing beam which moves up and down very quickly in the left-most side of the screen. This moving square is an indicator only of where your firing beam is. The firing beam, itself, does not appear on the screen until the FIRE button is pressed. The 4 attacking Raiders also appear on the screen and move towards your landing area proceeding from the right-most part of the screen towards the left-most part of the screen. Each Raider appears on the screen as a single black square, shown as ■.

5. **HOW TO USE THE CONTROL KNOB:** the control knob at the bottom of the console controls the length of your firing beam. Turn the knob clockwise to lengthen the beam; turn the knob counter-clockwise to shorten the beam. The beam is only displayed on the screen when you press the FIRE button.

6. **FIRE BUTTON.** When you press any one of the three arrows on the FIRE button, the firing beam will appear on the screen accompanied by a distinctive firing sound! **IMPORTANT:** be sure to only press the part of the FIRE button labeled with an arrow and the word "FIRE". Once the beam is displayed (it appears on the screen as a line of small, black squares), you will see if it is too long or too short to hit an attacking Raider. To adjust the beam to the proper length for a hit, adjust the control knob clockwise or counter-clockwise. **PLEASE NOTE:** every

time you press the FIRE button you use up a quantity of fuel. The amount of fuel used depends upon the length of the beam when it is fired:

If the beam is from 2 to 4 squares long when fired,
1 unit of fuel is used

If the beam is from 5 to 8 squares long when fired,
2 units of fuel are used

If the beam is from 9 to 12 squares long when fired,
3 units of fuel are used

If the beam is from 13 to 16 squares long when fired,
4 units of fuel are used

7. **HOW TO MAKE A HIT:** remember, the object of the game is to hit as many Raiders as you can to score as many points as you can. A hit occurs if the last square of the firing beam (its tip) is directly **on top of** a Raider, as shown in Figure 1. A hit also occurs if the tip of the beam is **on the square** immediately to the left of the Raider, as shown in Figure 2. When a hit occurs, you will hear a beep and the Raider square that was shot and hit disappears from the screen. Another Raider, however, will reappear on the screen quickly, so your battle never gets any easier. . .you will always be attacked by at least 4 Raiders! **PLEASE NOTE:** as you can see, you have to be either perfectly on target or short one square to the left of the target to make a hit. Any other shot by your firing beam is a miss, see Figures 3. and 4., for examples of a miss.

FIGURE 1.
A Hit!
Tip of firing beam is
directly on top of Raider.

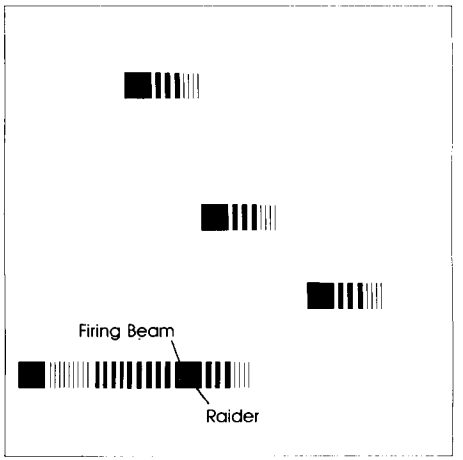


FIGURE 2.
A Hit!
Tip of firing beam in one
square to the left of the Raider.

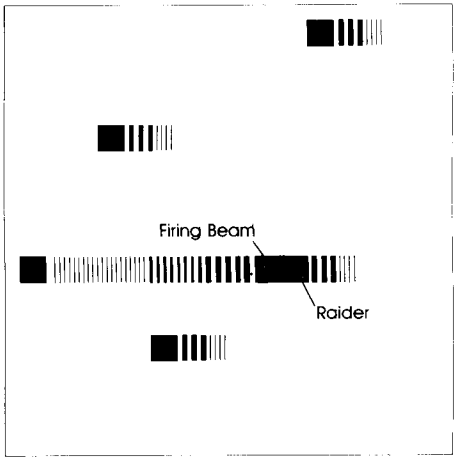


FIGURE 3.
A Miss!
Firing beam is too long.

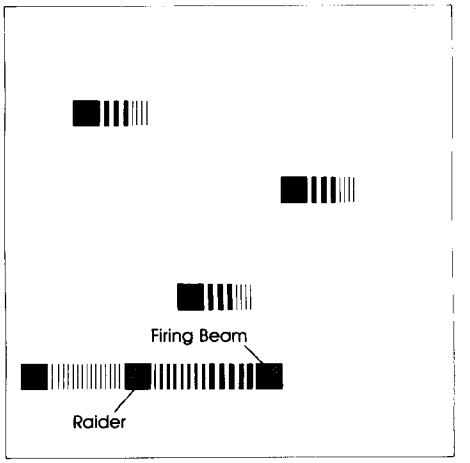
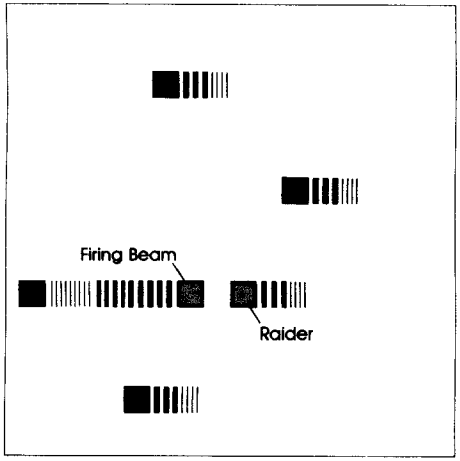


FIGURE 4.
A Miss!
Firing beam is too short.



8. Hitting a Raider can be difficult because your firing beam is constantly moving up and down. You have **NO** control over how fast or how slow your firing beam will travel up and down the screen.

9. **HOLDING DOWN THE FIRE BUTTON:** during play, if you choose to hold down the FIRE button for prolonged periods to zap Raiders as they approach you, you risk using up large quantities of fuel. . .in addition, your beam still continues to move quickly up and down the screen. **HOWEVER,** if you hold down the FIRE button so the beam is located in the top or bottom rows of the screen, your beam will stay in these rows and not move from them until you release the FIRE button. This strategy could be effective if there are many Raiders in the top and bottom rows for they would be easy to hit. Of course, you still risk using up large quantities of fuel by holding down the FIRE button. You must decide what strategy is most effective for you!

10. **SCORING:** as soon as you hit a Raider, the computer will record its point value and add to that total all succeeding point values from hits. The total point value appears **only** at the end of the game (see Rule 12., for details). The number of points you score depends upon which game you are playing. . .

Game 1: 3 points per Raider hit
Game 2: certain Raiders are worth 3 points when hit, other Raiders are worth 4 points when hit.

11. Hit as many Raiders as you can to get the highest score and the most points before the game is over.

12. **WHEN IS THE GAME OVER?** The game is over under two circumstances:

    A. when an attacking Raider **lands**. . .this means the Raider moves into the left-most column of the screen.

    B. Or if you run out of fuel. When you run out of fuel, your firing beam disappears and all the Raiders on the screen rush towards your landing area very quickly.

    In either case, the screen will clear and your score will flash on automatically in the upper right hand corner of the screen when the game is over. Your score, remember, is the total of all the point values of all the hits you made in the game.

HOW TO WIN THE GAME:

Remember, you're trying for the highest score. When playing by yourself, keep track of your score each time you play and try to better that point value with each game. Or play against an opponent, each of you playing a full game and each of you trying for the highest score.

GAME PLAY STRATEGY:

Try to avoid firing at long distance targets early on in the game since it uses up so much fuel. Wait until you receive Bonus Fuel units before taking those long shots.

HOW TO START A NEW GAME:

To start a new game, just press GO button and reselect GAME and SKILL level options. . .then press GO button to begin game action.

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